

# Minbari Torotha Assault Frigate (Upgraded)

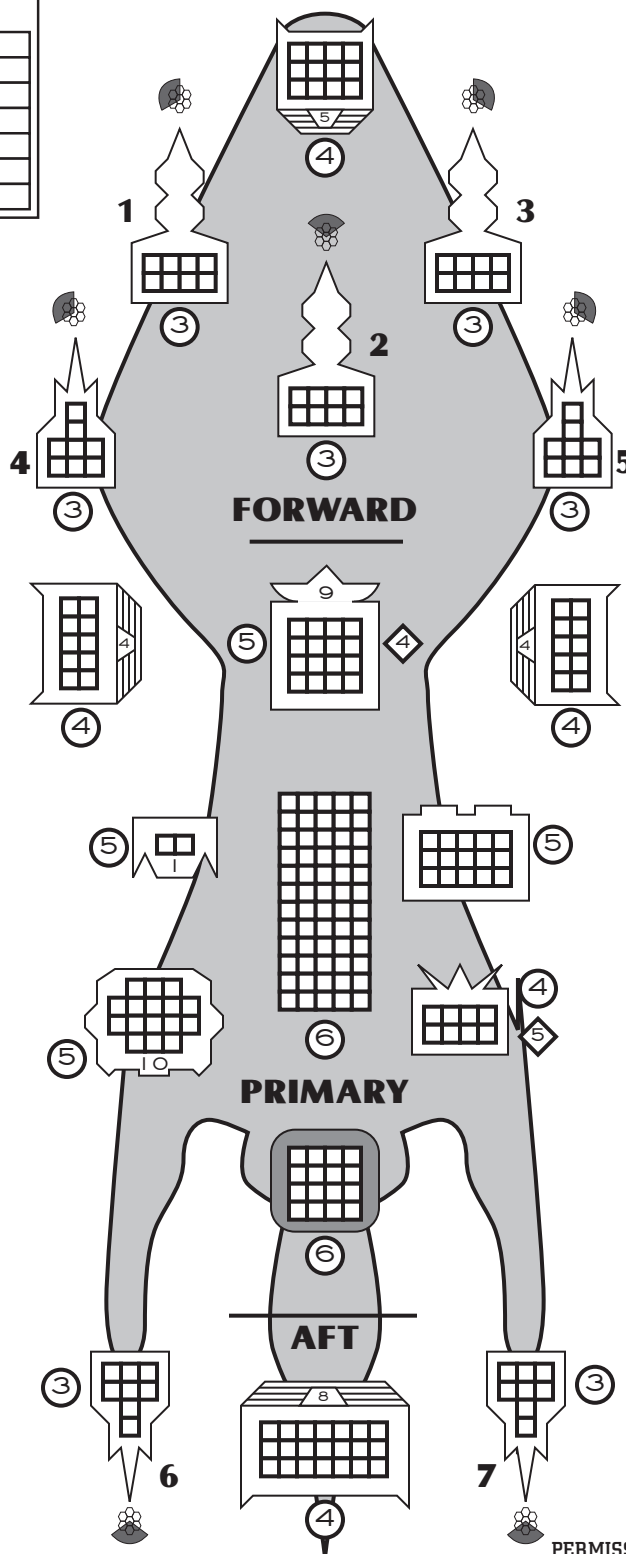
| SPECS              |   | MANEUVERING                |   |   |   |   |   | COMBAT STATS           |   |    |    |    |  |
|--------------------|---|----------------------------|---|---|---|---|---|------------------------|---|----|----|----|--|
| Class: Medium Ship |   | Turn Cost: 2/3 Speed       |   |   |   |   |   | Fwd/Aft Defense: 15    |   |    |    |    |  |
| In Service: 2261   |   | Turn Delay: 2/3 Speed      |   |   |   |   |   | Stb/Port Defense: 15   |   |    |    |    |  |
| Point Value: 600   |   | Accel/Decel Cost: 3 Thrust |   |   |   |   |   | Engine Efficiency: 2/1 |   |    |    |    |  |
| Ramming Factor: 70 |   | Pivot Cost: 2+2 Thrust     |   |   |   |   |   | Extra Power: 0         |   |    |    |    |  |
| Jump Delay: N/A    |   | Roll Cost: 2+2 Thrust      |   |   |   |   |   | Initiative Bonus: +13  |   |    |    |    |  |
| Speed              | 1 | 2                          | 3 | 4 | 5 | 6 | 7 | 8                      | 9 | 10 | 11 | 12 |  |
| Turn Cost          | 1 | 2                          | 2 | 3 | 4 | 4 | 5 | 6                      | 6 | 7  | 8  | 8  |  |
| Turn Delay         | 1 | 2                          | 2 | 3 | 4 | 4 | 5 | 6                      | 6 | 7  | 8  | 8  |  |










| WEAPON DATA  |
|--|
| Molecular Pulsar   |
| Class: Molecular   |
| Mode: Pulse  |
| Damage: 10 1d5 Times   |
| Maximum Pulses: 7  |
| Grouping Range: +1 per 3   |
| Range Penalty: -1 per hex  |
| Fire Control: +4/+3/+2   |
| Intercept Rating: -2   |
| Rate of Fire: 1 per 2 turns  |
| Special: Can fire every turn doing 1d3 pulses with no volley count bonus |
| Fusion Cannon  |
| Class: Molecular   |
| Mode: Standard   |
| Damage: 1d10+9   |
| Range Penalty: -1 per hex  |
| Fire Control: +3/+3/+4   |
| Intercept Rating: -2   |
| Rate of Fire: 1 per turn   |

| FORWARD HITS           |
|------------------------|
| 1-6: Retro Thrust      |
| 7-10: Molecular Pulsar |
| 11-12: Fusion Cannon   |
| 13-17: Structure       |
| 18-20: PRIMARY Hit     |
| AFT HITS               |
| 1-7: Main Thrust       |
| 8-10: Fusion Cannon    |
| 11-17: Structure       |
| 18-20: PRIMARY Hit     |
| PRIMARY HITS           |
| 1-8: Port/Stb Thrust   |
| 9-10: Jammer           |
| 11-13: Sensors         |
| 14-16: Engine          |
| 17: Hangar             |
| 18-19: Reactor         |
| 20: C & C              |

| SPECIAL NOTES         |
|-----------------------|
| Gravitic Drive System |
| Atmospheric Capable   |
| SENSOR DATA           |
| Defensive EW          |
| Target #1             |
| Target #2             |
| Target #3             |
| Target #4             |
| Target #5             |
| Target #6             |

**HANGAR**  
0 Fighters  
2 Flyers



| ICON RECOGNITION  |                  |
|---|------------------|
|  | Thruster         |
|  | C & C            |
|  | Sensors          |
|  | Engine           |
|  | Reactor          |
|  | Hangar           |
| <hr/>   |                  |
|  | Molecular Pulsar |
|  | Fusion Cannon    |
|  | Jammer           |

# ASSAULT FLYERS

|           |                 |
|-----------|-----------------|
| Cost: 40  | Defense: 9/7    |
| Thrust: 8 | Offense: +3     |
| Armor: 1  | Initiative: +10 |

One Light Fusion Cannon:  
Recharge Delay: None  
Range Penalty: -2 per hex  
Damage: 1d6+4  
Firing Arc:

